

Elite Opponents Creatures That Cannot Be

Creature Incarnations
By Robert Wiese



Welcome to *Creature Incarnations*, a column all about monsters -- and strange, variant monsters at that. The *D&D Fight Club* column presents one monster at three different power levels, so that you can insert the appropriate version into your campaign. This column, on the other hand, examines different versions of a given creature for use in different types of campaigns. Though most versions fit best into **D&D** campaigns, one version in this installment is for the **d20 Modern** game, so you can use the creature in your modern-day or future campaigns too.

Design Notes

This month we were supposed to consider some lycanthropes, but my scouts have not returned yet from their mission to locate some. So while we wait, we'll wander into the **D&D** cutting room, as it were, and pick up some discarded clips.

This installment features bizarre creatures that cannot be -- that is, the rules don't allow them to exist. But you might find them interesting or useful in your campaign, so for an April Fool's special (who says it has to be just one day?) we've deviated from the norm to explore what happens when you break the rules.

Rule-Breakers

Because these creatures break the rules, some of them have apparently conflicting abilities. It's better not to worry about such matters because these creatures do not need to be reconciled with the rules. They are presented purely for your enjoyment, so just enjoy them!

If you actually use one of these creatures in your campaign, email me at robwiese8@yahoo.com and tell me how it worked out as a combatant. Or post your results on the message boards here at the Wizards of the Coast website. Also, check out the end of this article for a place to post your creations. Now, without further ado, let's see what happens when we break some rules.

The Demon Vampire

Undead and outsiders don't normally mix -- that is, an undead template cannot be applied to an outsider. But since we've suspended that particular rule for this "what-if" installment, we can create a glabrezu vampire. This creature looks like a very pale version of a regular glabrezu, with extra-sharp fangs and slightly elongated features. The vampiric glabrezu is much weaker than it appears because its loss of Constitution has cut its hit points by more than half. Thus, it is a less-than-optimal combatant at EL 15



and must adopt sneakier tactics than its living counterpart.



This creature is presented below as both a **d20 Modern** monster and a **D&D** monster, using the **D&D** glabrezu from the *Monster Manual* as the base creature (adapted to fit the **d20 Modern** rules, where necessary) and applying the vampire template from the appropriate game system to it. Since the ability descriptions are quite similar, however, they are detailed only once.

Vampiric Dog-Demon (d20 Modern) CR 15

Male glabrezu vampire

Huge undead (augmented outsider, chaotic, evil, extraplanar)

Action Points 0

Init +6; **Senses** Listen +32, Spot +32; darkvision 60 ft., true seeing

Allegiances chaos, evil

Rep +0

Languages Abyssal, Celestial, Infernal; telepathy 100 ft.

Weaknesses direct sunlight, garlic, holy symbol, inviolate sanctuary, mirror, running water, wooden stake

Defense 35, touch 10, flat-footed 33; Dodge

(-2 size, +2 Dex, +25 natural)

hp 78 (12 HD); fast healing 5, DR 10/good and 15/+1

Immune electricity, massive damage, poison

Resist acid 10, cold 20, fire 10; SR 21; turn resistance +4

Fort +8, **Ref** +12, **Will** +12

Speed 40 ft. (8 squares); spider climb

Melee pincer +23 (2d8+13) or

Melee slam +23 (2d8+13) or

Melee 2 pincers +23 (2d8+13) and

Melee 2 claws +21 (1d6+6) and

Melee bite +21 (1d8+6)

Space 15 ft.; **Reach** 15 ft.

Base Atk +12; **Grp** +33

Atk Options Cleave, Combat Reflexes, Great Cleave, Power Attack; blood drain, energy drain

Special Actions alternate form, children of the night, dominate, gaseous form, improved grab, *summon demon*

Spell-Like Abilities (CL 14th):

At will -- *confusion* (DC 21), *dispel magic*, *greater teleport* (self plus 50 pounds of objects only)

Abilities Str 37, Dex 14, Con --, Int 18, Wis 18, Cha 24

SA blood drain, dominate, energy drain, improved grab, *summon demon*

SQ alternate form, children of the night, create spawn, gaseous form, undead traits

Feats AlertnessB, Cleave, Combat ReflexesB, DodgeB, Great Cleave, Improved InitiativeB, Lightning

ReflexesB, MultiattackB, PersuasiveB, Power Attack

Skills Bluff +30, Concentration +19, Hide +2, Intimidate +19, Knowledge (arcane lore) +9, Knowledge (theology

and philosophy) +9, Listen +32, Move Silently +22, Search +24, Sense Motive +24, Spellcraft +16, Spot +32

Hook "Don't worry. Death is not so bad. Let me show you."

Vampiric Glabrezu (D&D) CR 15

Male vampire glabrezu

CE Huge undead (augmented outsider, chaotic, evil, extraplanar, tanar'ri)

Init +6; **Senses** Listen +37, Spot +37; darkvision 60 ft., true seeing

Languages Abyssal, Celestial, Infernal; telepathy 100 ft.

Weaknesses direct sunlight, garlic, holy symbol, inviolate sanctuary, mirror, running water, wooden stake

AC 35, touch 10, flat-footed 33; Dodge

(-2 size, +2 Dex, +25 natural)

hp 78 (12 HD); fast healing 5, DR 10/good and magic and silver

Immune ability damage (to physical ability scores), ability drain, critical hits, death effects, death from massive damage, disease, electricity, energy drain, exhaustion, fatigue, mind-affecting effects, nonlethal damage, paralysis, poison, sleep effects, stunning, any effect that requires a Fortitude save unless it also works on objects or is harmless

Resist acid 10, cold 10, electricity 10, fire 10; SR 21; turn resistance +4

Fort +8, **Ref** +12, **Will** +12

Speed 40 ft. (8 squares); spider climb

Melee pincer +23 (2d8+13) or

Melee slam +23 (2d6+13) or

Melee 2 pincers +23 (2d8+13) and

Melee 2 claws +21 (1d6+6) and

Melee bite +21 (1d8+6) or

Melee slam +23 (2d6+13) and

Melee bite +21 (1d8+6)

Space 15 ft.; **Reach** 15 ft.

Base Atk +12; **Grp** +33

Atk Options Cleave, Combat Reflexes, Great Cleave, Power Attack; blood drain, energy drain

Special Actions alternate form, children of the night, dominate, gaseous form, improved grab, *summon demon*

Spell-Like Abilities (CL 14th):

At will -- *chaos hammer* (DC 21), *confusion* (DC 20), *dispel magic*, *mirror image*, *reverse gravity* (DC 24), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 21)

1/day -- *power word stun*

Abilities Str 37, Dex 14, Con --, Int 18, Wis 18, Cha 24

SA blood drain, dominate, energy drain, improved grab, *summon demon*

SQ alternate form, children of the night, create spawn, gaseous form, undead traits

Feats AlertnessB, Cleave, Combat ReflexesB, DodgeB, Great Cleave, Improved InitiativeB, Lightning ReflexesB, Multiattack, Persuasive, Power Attack

Skills Bluff +32, Concentration +22, Diplomacy +11, Disguise +7 (+7 acting), Hide +2, Intimidate +26, Knowledge (religion) +19, Knowledge (the planes) +19, Listen +37, Move Silently +25, Search +27, Sense Motive +27, Spellcraft +19, Spot +37, Survival +4 (+6 following tracks)

Alternate Form (Su): A vampiric glabrezu can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. While in its alternate form, the vampiric glabrezu loses its dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise.

Blood Drain (Ex): The vampiric glabrezu can suck blood from a living victim with his fangs by making a successful grapple check. If he pins the foe, he drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampiric glabrezu gains 5 temporary hit points.

Children of the Night (Su): The vampiric glabrezu commands the lesser creatures of the world, and once per day he can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve him for up to 1 hour.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampiric glabrezu's energy drain rises as a vampire spawn 1d4 days after burial. If the vampiric glabrezu instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or fewer HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampiric glabrezu that created it and remains enslaved until its master's destruction. At any given time, the vampiric glabrezu may have enslaved spawn totaling no more than 24 Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampiric glabrezu that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampiric glabrezu may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Damage Reduction (Su): A vampiric glabrezu's natural weapons are treated as magic and evil weapons for the purpose of overcoming damage reduction.

Dominate (Su): The vampiric glabrezu can crush an opponent's will just by looking onto her eyes. This is similar to a gaze attack, except that the vampiric glabrezu must use a standard action, and those merely looking at him are not affected. Anyone the vampiric glabrezu targets must succeed on a DC 23 Will save or fall instantly under his influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Energy Drain (Su): A living creature hit by any of a vampiric glabrezu's natural attacks gains two negative levels. For each negative level bestowed, the vampiric glabrezu gains 5 temporary hit points. The vampiric glabrezu can use his energy drain ability once per round.

Fast Healing (Ex): The vampiric glabrezu heals 5 points of damage each round so long as he has at least 1 hit point. If reduced to 0 hit points in combat, he automatically assumes gaseous form and attempts to escape. He must reach his coffin home within 2 hours or be utterly destroyed. (He can travel up to 9 miles in 2 hours.) Any additional damage dealt to a vampiric glabrezu forced into gaseous form has no effect. Once at rest in his coffin, a vampiric glabrezu is helpless. He regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, the vampiric glabrezu can assume gaseous form at will as the spell (caster level 5th), but he can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Improved Grab (Ex): To use this ability, the vampiric glabrezu must hit a Medium or smaller opponent with a pincer attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Spell-Like Abilities: Once per month, the vampiric glabrezu can fulfill a wish for a mortal humanoid. The demon can use this ability to offer a mortal whatever he desires -- but unless the wish is used to create pain and suffering in the world, the vampiric glabrezu demands either terrible evil acts or great sacrifice as compensation.

Spider Climb (Ex): A vampiric glabrezu can climb sheer surfaces as though with a *spider climb* spell.

Summon Demon (Sp): Once per day, the vampiric glabrezu can attempt to summon 4d10 dretches or 1d2 vrocks with a 50% chance of success, or another glabrezu with a 20% chance of success. This ability is the equivalent of a 4th-level spell.

True Seeing (Su): Vampiric glabrezu continuously use *true seeing* as the spell (caster level 14th).

Skills The vampiric glabrezu has a +8 racial bonus on Bluff, Hide, Move Silently, Search, and Sense Motive, and a +16 racial bonus on Listen and Spot.

If the vampiric glabrezu assumes bat form, use the following changed statistics:

CE Diminutive undead (augmented outsider, chaotic, evil, extraplanar, tanar'ri)

Senses Listen +41, Spot +41; darkvision 60 ft., true seeing

AC 16, touch 16, flat-footed 14

Speed 5 ft. (1 square), fly 40 ft. (good)

Melee None

Grp -5

Space 1 ft.; **Reach** 0 ft.

Atk Options Combat Reflexes; energy drain

Special Actions alternate form, children of the night, dominate, gaseous form, *summon demon*

Abilities Str 1, Dex 15

SA dominate, energy drain, *summon demon*

Feats AlertnessB, Combat ReflexesB, DodgeB, Improved InitiativeB, Lightning ReflexesB, Persuasive

Skills as vampiric glabrezu form except Hide +22, Jump -23, Listen +41, Spot +41

If the vampiric glabrezu assumes dire bat form, use the following changed statistics:

CE Large undead (augmented outsider, chaotic, evil, extraplanar, tanar'ri)

Senses Listen +41, Spot +41; darkvision 60 ft., true seeing

Init +10

AC 20, touch 15, flat-footed 14

Speed 20 ft. (4 squares), fly 40 ft. (good)

Melee bite +14 (1d8+3)

Space 10 ft.; **Reach** 5 ft.

Grp +19

Atk Options Cleave, Combat Reflexes, Great Cleave, Power Attack; energy drain

Special Actions alternate form, children of the night, dominate, gaseous form, *summon demon*

Abilities Str 37, Dex 14

SA dominate, energy drain, *summon demon*

Feats AlertnessB, Cleave, Combat ReflexesB, DodgeB, Great Cleave, Improved InitiativeB, Lightning ReflexesB, Persuasive, Power Attack

Skills as vampiric glabrezu form except Hide +10, Jump -3, Move Silently +29, Listen +41, Spot +41

If the vampiric glabrezu assumes wolf form, use the following changed statistics:

CE Medium undead (augmented outsider, chaotic, evil, extraplanar, tanar'ri)

AC 14, touch 12, flat-footed 12

Melee bite +13 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Grp +13

Atk Options Cleave, Combat Reflexes, Great Cleave, Power Attack; energy drain, trip

Special Actions alternate form, children of the night, dominate, gaseous form, *summon demon*, trip

Abilities Str 13, Dex 15

SA dominate, energy drain, *summon demon*

Feats AlertnessB, Cleave, Combat ReflexesB, DodgeB, Great Cleave, Improved InitiativeB, Lightning ReflexesB, Persuasive, Power Attack

Skills as vampiric glabrezu form except Hide +10, Jump +5

If the vampiric glabrezu assumes dire wolf form, use the following changed statistics:

CE Large undead (augmented outsider, chaotic, evil, extraplanar, tanar'ri)

AC 14, touch 11, flat-footed 12

Speed 50 ft. (10 squares)

Melee bite +18 (1d8+10)

Space 10 ft.; **Reach** 5 ft.

Grp +23

Atk Options Cleave, Combat Reflexes, Great Cleave, Power Attack; energy drain, trip

Special Actions alternate form, children of the night, dominate, gaseous form, *summon demon*

Abilities Str 25, Dex 15

SA dominate, energy drain, *summon demon*, trip

Feats AlertnessB, Cleave, Combat ReflexesB, DodgeB, Great Cleave, Improved InitiativeB, Lightning ReflexesB, Persuasive, Power Attack

Skills as vampiric glabrezu form except Hide +6, Jump +11

Half-Iron-Golem/Half-Warforged

This creature combines the half-golem template from *Monster Manual II* with the warforged from the *Eberron Campaign Setting* (or *Monster Manual III*). It's illegal because the half-golem template cannot be used on a construct. However, the combination makes a very interesting creature.

This warforged, known as Jendrik, has a mithral body (courtesy of a feat) and two iron arms. Thus, he looks silvery and graceful except for his dull, cumbersome arms. He has miraculously made his two Will saving throws for the arms, so he retains his Constitution score and the other benefits of a living construct.

Such a creature could have been created in any of several ways. Perhaps some artificer was making a warforged and ran out of materials, so he used the iron golem arms he had lying around. Or maybe some wizard captured Jendrik and performed experiments on him. Or perhaps Jendrik lost his arms in combat in some distant place and had to have them replaced with the arms from an iron golem that his adventuring group destroyed.

Jendrik is neutral in outlook right now, but he could easily be evil or good, according to the needs of your campaign.

Jendrik CR 8

Design Notes

The following concept came from more sinister origins. An early discussion raised the question, why might a warforged be paired with a half-golem? Perhaps the warforged-side is the healthy, sentient half of the creature, while the golem-side is the mechanical half with some mysterious agenda hardwired into it that the warforged cannot override... such as preexisting instructions to assassinate a given person or entire race. This concept would instead transform into the [Assassin Golem](#) column.

Male half-iron-golem/half-warforged barbarian 1/ranger 1/fighter 3

N Medium construct (living construct)

Init +0; **Senses** Listen +5, Spot +4

Languages Common

AC 24, touch 8, flat-footed 24; Mithral Body; composite plating, light fortification (25% chance to negate extra damage from critical hits)

(+0 Dex, +5 armor, +11 natural, -2 rage)

hp 62 (5 HD); DR 15/adamantine; cannot heal damage naturally, becomes inert when reduced below 0 hit points; spells from the healing subschool have only half normal effect

Immune disease, energy drain, exhaustion, fatigue, magic, nausea, paralysis, poison, sleep

Fort +14, **Ref** +3, **Will** +3

Weakness rust vulnerability

Speed 40 ft. (8 squares); cannot run

Melee+1 *greatsword* +17 (2d6+16/19-20) or

Ranged mwk composite longbow +6 (1d8+8/x3)

Base Atk +5; **Grp** +7

Atk Options Power Attack; rage 1/day (8 rounds)

Special Actions breath weapon

Combat Gear *wand of cure light wounds* (50 charges)

Abilities Str 31, Dex 11, Con 24, Int 4, Wis 10, Cha 1

SA breath weapon, rage 1/day (8 rounds)

SQ composite plating, living construct traits, fast movement, favored enemy humans +2, light fortification, wild empathy -4

Feats Instantaneous Rage, Mithral Body, Power AttackB, TrackB, Weapon Focus (greatsword)B

Skills Climb +15, Jump +19, Listen +5, Spot +4, Survival +5

Possessions+1 *greatsword*, masterwork composite longbow (+8 Str bonus) with 20 arrows, quiver

Breath Weapon (Su): As a free action, Jendrik can emit a cloud of poisonous gas in a 10-foot cone (inhalation, Fort DC 17; initial damage 1d4 Constitution, secondary damage death). He can breathe every 1d4+1 rounds.

Rust Vulnerability (Ex): Jendrik is affected by rust attacks.

Magic Immunity (Ex): Jendrik is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against him. A magical attack that deals electricity damage slows Jendrik (as the *slow* spell) for 3 rounds, with no saving throw. A magical attack that deals fire damage breaks any slow effect on him and heals 1 point of damage for each 3 points of damage it would otherwise deal. If the amount of healing would cause him to exceed his full normal hit points, he gains any excess as temporary hit points. Jendrik gets no saving throw against fire effects.

When not raging, Jendrik has the following changed statistics:

AC 26, touch 10, flat-footed 26; Mithral Body; composite plating, light fortification (25% chance to negate extra damage from critical hits)

hp 52 (5 HD); DR 15/adamantine; cannot heal damage naturally, becomes inert when reduced below 0 hit points

Fort +12, **Will** +1

Melee+1 *greatsword* +15 (2d6+13/19-20) or

Ranged mwk composite longbow +6 (1d8+8/x3)

Grp +13

Abilities Str 27, Con 20

Skills Climb +13, Jump +17

Hook "I am even less a living creature than others of my species. I hate life and will snuff out yours."

Half-Fiend/Half-Angel

Alignment restrictions normally prohibit applying the half-fiend template to an angel, but the combination makes for a creature with interesting conflicts.

This half-fiend/half-astral deva, named Memonor, looks like a corrupted version of a deva. His batlike wings are covered with patches of white feathers, and his head is crowned with small horns. His brown skin is streaked with black, and his eyes glow red. Because he has trouble balancing his evil and good natures, he can behave in unpredictable ways. He may attack on sight, he may choose to aid a group of adventurers, or he may help them one day and attack them the next.

Memonor CR 17

Male half-fiend/half-astral deva

CN Medium outsider (angel, good, extraplanar)

Init +10; **Senses** Listen +21, Spot +21; darkvision 60 ft., low-light vision

Aura protective

Languages Abyssal, Celestial, Common, Draconic, Infernal; tongues

AC 32, touch 16, flat-footed 26; protective aura, uncanny dodge

(+6 Dex, +16 natural)

hp 114 (12 HD); DR 10/evil and magic

Immune acid, cold, petrification, poison

Resist electricity 10, fire 10; SR 30

Fort +15 (+19 against poison), **Ref** +14, **Will** +12; +4 against attacks made by evil creatures

Speed 50 ft. (10 squares), fly 100 ft. (good)

Melee+3 *heavy mace of disruption* +23 (1d8+15 plus stun) or

Melee slam +20 (1d8+12) or

Melee claw +20 (1d4+8) or

Melee+3 *heavy mace of disruption* +23/+18/+13 melee (1d8+15 plus stun) and

Melee bite +15 (1d6+4) or

Melee slam +20 (1d8+8) and

Melee bite +15 (1d6+4) or

Melee 2 claws +20 (1d4+8) and

Melee bite +15 (1d6+4)

Base Atk +12; **Grp** +18

Atk Options Cleave, Power Attack; smite good 1/day (+12 damage), stun

Spell-Like Abilities (CL 12th):

At will -- *aid*, *continual flame*, *detect evil*, *discern lies* (DC 20), *dispel evil* (DC 21), *dispel magic*, *holy aura*, *holy smite* (DC 20), *holy word* (DC 23), *invisibility* (self only), *plane shift* (DC 23), *remove curse*, *remove disease*, *remove fear*

7/day -- *cure light wounds*, *see invisibility*

3/day -- *darkness*, *poison* (DC 20)

1/day -- *blade barrier* (DC 22), *blasphemy* (DC 23), *contagion* (DC 20), *desecrate*, *heal*, *unholy blight* (DC 20)

Abilities Str 26, Dex 22, Con 20, Int 22, Wis 18, Cha 22

SA smite good 1/day (+12 damage), stun

SQ outsider traits, protective aura, tongues, uncanny dodge

Feats Alertness, Cleave, Great Fortitude, Improved Initiative, Power Attack

Skills Balance +8, Bluff +7, Concentration +20, Diplomacy +23, Escape Artist +21, Hide +21, Intimidate +21, Jump +30, Knowledge (arcana) +21, Knowledge (religion) +21, Knowledge (the planes) +21, Listen +21, Move Silently +21, Search +13, Sense Motive +19, Spot +21, Tumble +13, Use Rope +6 (+8 with bindings)

Possessions +3 *heavy mace of disruption*

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level 12th). (The defensive benefits from the circle are not included in Memonor's statistics block.)

Smite Good (Su): Once per day, Memonor can make a normal melee attack to deal +12 extra points of damage against a good foe.

Stun (Su): Any creature struck twice in 1 round by Memonor's mace must succeed on a DC 24 Fortitude save or be stunned for 1d6 rounds.

Tongues (Ex): Memonor can speak with any creature that has a language, as though using a *tongues* spell (caster level 12th). This ability is always active.

Hook "I may be torn in soul, but I will tear you in body."

Infinite Possibilities

Scores of potentially interesting creatures cannot exist according to the rules, but now that we have opened that can of worms, we should chow down on some. Below are some more ideas for creatures that cannot exist, along with explanations of which rules they break. Many of the possibilities are not very interesting, but some can produce really weird creatures capable of testing your party's abilities.

You can doubtless come up with your own as well, and we invite you to do so. Create an illegal creature of your own and post it on the message boards -- or, send it directly to us at dndcolumn@wizards.com

- **Half-Dragon Werewolf:** The half-dragon template is inherited, and the lycanthrope template can be acquired, so this creature might be possible if the lycanthrope template could be applied to dragons. But a dire werewolf that breathes fire is pretty scary.
- **Ooze Vampire:** The vampire template cannot be applied to oozes, but a gelatinous cube that bestows negative levels on a creature trapped inside it is just nasty. It probably couldn't drain blood, but still, the concept is pretty awful. A gelatinous vampire bear or griffon, made with the gelatinous creature template from *Savage Species* (which turns the creature into an aberration) and the vampire template from the *Monster Manual*, might also be interesting.
- **Half-Fey Flesh Golem:** The half-fey template (from *Fiend Folio*) cannot be applied to constructs, but if you wanted a flesh golem made of fey body parts that retained some fey nature due to its construction, one of these might just fill the bill. It would also have spell-like abilities, which would be a surprise for

adventurers.

- **Tauric Mind Flayer/Howler:** This creature has the torso of a mind flayer and the body of a howler. But howlers are outsiders and mind flayers are aberrations, so neither is eligible for the tauric template (from *Savage Species*).

Next month, the lycanthropes await, so bring along some wolfbane and silver weapons, and we'll see what we can see.

Additional Feats

The following feats are from books other than the *Player's Handbook* and the *Monster Manual*.

Instantaneous Rage (from *Complete Warrior*): Your rage can begin at any time you wish, even when it's not your turn or when you're surprised. You can activate your rage as a free action in response to another's action. Thus, you can gain the benefits of rage in time to prevent or ameliorate an undesirable event. For example, you can choose to enter a rage when an enemy attacks you or casts a spell at you (to gain the benefits of a higher Constitution or your bonus on Will saves) before you know the results of the attack. You must be aware of the attack to respond in this way, but you maybe flat-footed.

Mithral Body (for Warforged Only, from *Eberron Campaign Setting*): Your armor bonus increases to +5, and you are considered to be wearing light armor. You now have a +5 maximum Dexterity bonus to AC, a -2 penalty on all skill checks to which armor check penalties apply (Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, Swim, and Tumble), and an arcane spell failure chance of 15%.

About the Author

Robert Wiese entered the gaming hobby through the Boy Scouts and progressed from green recruit to head of the most powerful gaming fan organization in the world. He served as head of the **RPGA** Network for almost seven years, overseeing the creation of the *Living Greyhawk* and *Living Force* campaigns, among other achievements. Eventually, he returned to private life in Reno, Nevada, where he is still involved in writing, organizing conventions, and playing. He also models proteins for the Biochemistry Department of the University of Nevada, Reno and spends as much time as possible with his wife and many pets.

Based on the original **Dungeons & Dragons®** game by E. Gary Gygax and Dave Arneson and on the new edition of the **Dungeons & Dragons** game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison. **D&D**, **Dungeons & Dragons**, and **Forgotten Realms** are registered trademarks owned by Wizards of the Coast, Inc. All Wizards characters, character names, and the distinctive likenesses thereof are trademarks owned by Wizards of the Coast, Inc. This material is protected under the laws of the United States of America. Any reproduction of or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 System License, please visit **www.wizards.com/d20**. ©2001-2006 Wizards of the Coast, Inc. All rights reserved. Made in the U.S.A.

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